PlayStation

NTSC U/C

PlayStation

TEEN

CONTENT RATED BY ESRB

SLUS-01105

STREET FIGHTER® EX2 PLUS™

CAPCOM®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CAPCOM

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting STREET FIGHTER EX2 PLUS for your PlayStation® game console. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway, Sunnyvale, CA 94086

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Hints are available:

1-900-976-EDGE (1-900-976-3343)

$.99 per minute for 24-hr. pre-recorded information.
$1.35 per minute for live Game Counselor assistance.
From Canada: 1-900-677-2272 ($1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday-Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

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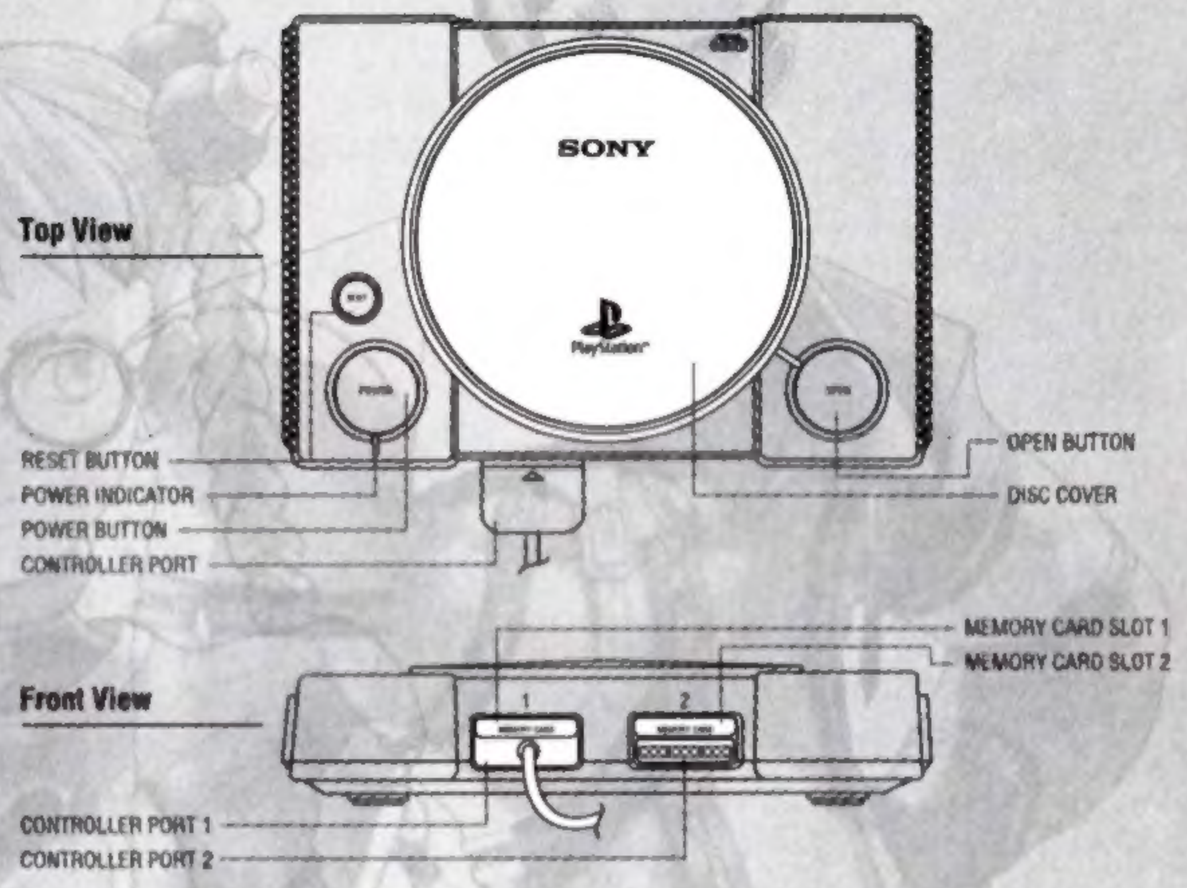
SETTING UP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the STREET FIGHTER EX2 PLUS disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

TIP: Watch the game demos before starting play for game hints.



MEMORY CARDS

To save game settings and results and continue play on previously saved games, insert a MEMORY CARD into MEMORY CARD Slot 1 of the PlayStation game console BEFORE starting play. (If you do not have a MEMORY CARD, the game will allow you to play without saving game settings and results.)

DEFAULT CONTROLS

R2 Button
- Heavy Kick (HK)

R1 Button
- Heavy Punch (HP)

DIRECTIONAL BUTTONS
- Highlight selections on screens and menus
- During play, move your character*:
  - ↑ Vertical jump
  - ↗ Diagonal forward jump
  - → Move forward
  - ↘ Crouch
  - ↓ Crouch
  - ↙ Crouching block
  - ← Move backward / standing block
  - ↖ Diagonal backward jump

* When your character is facing right. If your character is facing left, reverse the left/right controls.

△ – Cancel selection
– Medium Punch (MP)

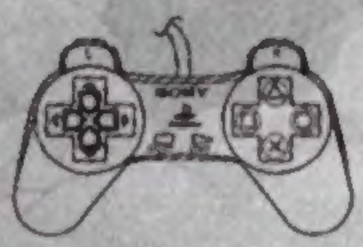
○ – Medium Kick (MK)

□ – Light Punch (LP)

X – Confirm selection
– Light Kick (LK)

START Button
- Start game / Skip demo
- Pause / Unpause
- Join-in for Player 2

SELECT Button
- Exit to previous screen while selecting a game mode

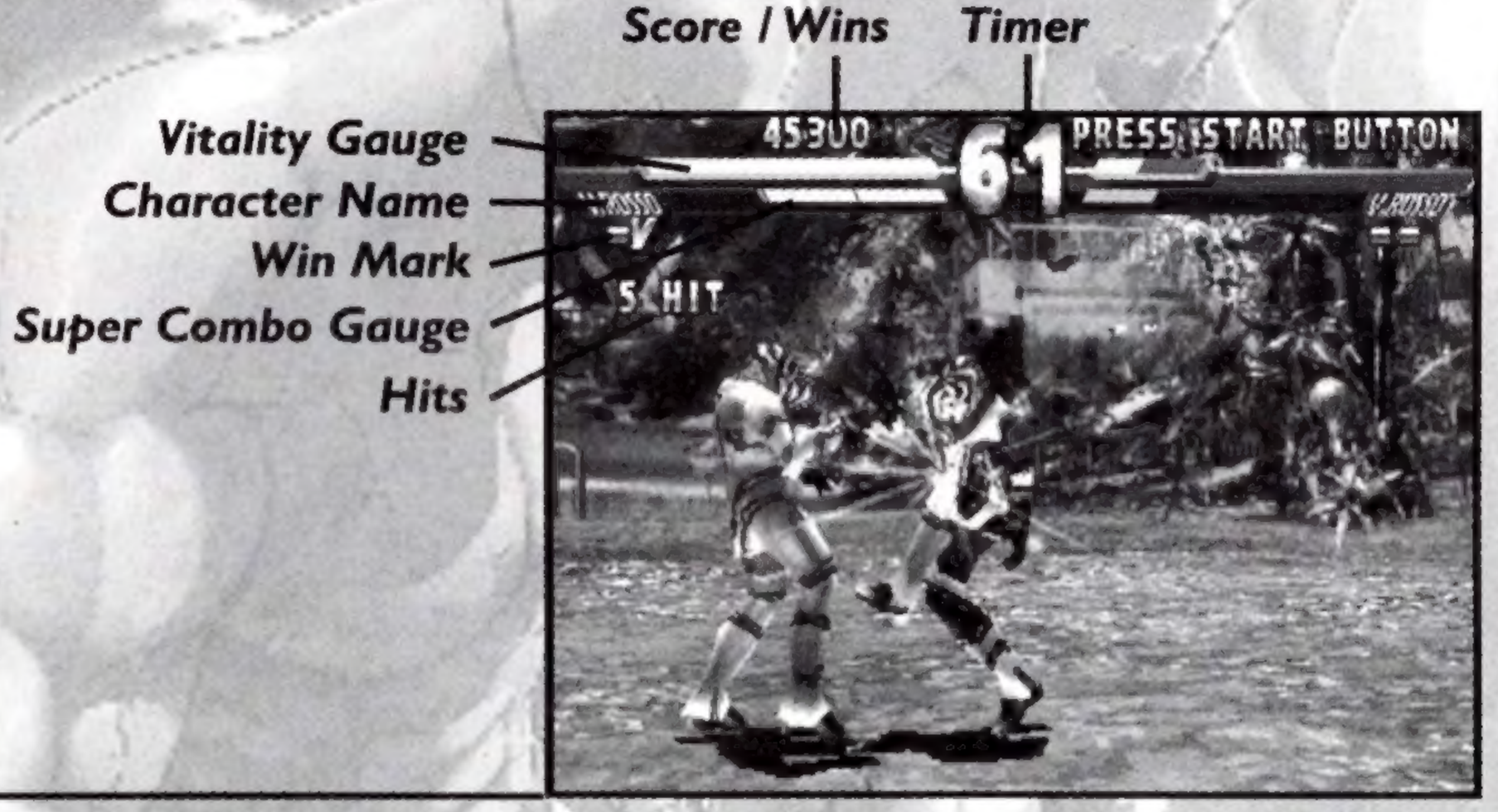


The controls on this page are also used for digital controllers.

Notes:
- These are the default button assignments. To change them, use the Key Config option in Option mode (see page 10).
- The LEFT and RIGHT ANALOG STICKS are not used in this game.
- This game is not compatible with analog controller vibration.

Soft Reset During Gameplay:
- Press START to display the Pause menu, select MODE MENU, then select YES to exit to the Mode Menu screen.
- Hold down SELECT and press START to exit back to the title screen.

COMBAT SCREEN



SCORE / WINS – Your character's current score. In 2 Player games, shows your character's wins.

TIMER – Match time countdown.

VITALITY GAUGE – Your character's remaining vitality.

CHARACTER NAME – Identifies your character.

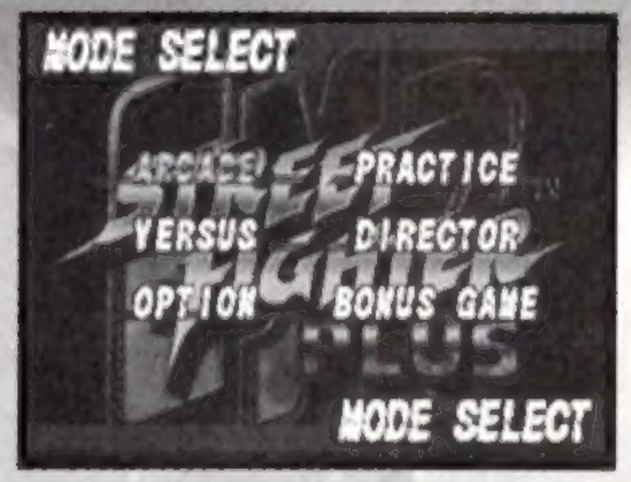
WIN MARK – Shows how many rounds a character has won.

SUPER COMBO GAUGE – The color bar in the Super Combo Gauge builds up as your character attacks or blocks. When full, your character can use Special Attacks. You can also increase the Super Combo (SC) Gauge Level, up to Level 3, in order to perform various attacks such as Guard Break, Excel, Super Combo and Meteor Combo (see pages 6 - 7).

HITS – Shows how many of your character's hits connected during your latest attack.

MESSAGES – Various messages about the fight appear on screen during combat.

GAME START



On all menu screens, use the DIRECTIONAL BUTTONS to highlight your selection and press the **X** button to confirm.

1. Press START at the title screen to display the Mode Select screen. Select a game mode.
2. Next, choose your fighter.
3. During play, press START to open the Pause menu, and then select an option:
   PAUSE MENU EXIT - Resume play.
   COMMAND LIST - See your character's Special Move commands.
   KEY CONFIG - Change button assignments (see page 10).
   CHARACTER CHANGE - Exit to the Player Select screen.
   RESET - Exit to the title screen.

COMBAT RULES

WINNING – The first character to drain the opponent's vitality wins the round. The first character to win two out of three rounds (default) wins the match. You can change the number of rounds in Option Mode (see page 8).

TIME LIMIT – Each round has a time limit. If the time limit is up and both characters still have vitality left, the character with more vitality wins the round. (You can toggle the time limit ON/OFF in Option Mode; see page 8.) When OFF is set, the round continues until one character wins (see "Winning" above).

DRAW GAME – A draw game occurs when both fighters lose all vitality at the same time (double K.O.) or when both fighters have the same amount of vitality left when time is up.

BASIC MOVES

NORMAL MOVES – Punch and Kick moves have 3 strength levels: Light, Medium and Heavy. Light attacks are quick; you can move into the next attack immediately. Heavy attacks deliver maximum damage to opponents, but they are slow. Medium attacks are midway between Light and Heavy.

Default Controls

R1 – Heavy Punch (HP)
R2 – Heavy Kick (HK)
△ – Medium Punch (MP)
○ – Medium Kick (MK)
□ – Light Punch (LP)
X – Light Kick (LK)

SPECIAL MOVES – Perform Special Moves by inputting a command (DIRECTIONAL BUTTON + attack button). See pages 14-23 for each character's special moves.

In the moves below, the DIRECTIONAL BUTTON presses refer to fighters facing right. Reverse the left/right presses for fighters facing left.

BLOCK, AIR BLOCK **← or ↙**

You can use both standing and crouching blocks.

THROW **→ or ← + MP or HP (or MK or HK) near opponent**

Throws are effective in distracting or disorienting an opponent.
Some characters can throw with MK or HK as well.

GUARD BREAK **P + K of the same strength**

If you connect with this attack, the opponent's guard will be broken.
Requires Level 1 in the SC Gauge.

EXCEL — P + K of different strengths

During Excel, almost all your moves can be linked, allowing you to perform a devastating combo.

SUPER COMBO

More powerful than Special Moves, Super Combos inflict great damage. Requires Level 1 in the SC Gauge.

METEOR COMBO

The most powerful move, requiring Level 3 in the SC Gauge.

SUPER CANCEL

After you perform a Special Move or Super Combo, input another Super Combo immediately. You can link multiple Super Combos with this technique.

CANCEL BREAK

If your opponent blocks your Special Move or Super Combo, input a Guard Break command immediately. You can break the opponent's block with this move.

GAME MODES

ARCADE

Defeat computer-controlled characters to win. Each character has a different victory ending. If you lose, you can continue.

VERSUS

Battle a friend in 2 Player head-to-head combat, lasting for one match. Choose either VS BATTLE or TEAM BATTLE.

VS BATTLE – Choose characters and adjust handicaps.

TEAM BATTLE – Set the number of characters (1-5) in each team. Then choose characters. Hold down the L2 button while selecting to hide your character choices from your opponent.

OPTION

Adjust game settings.

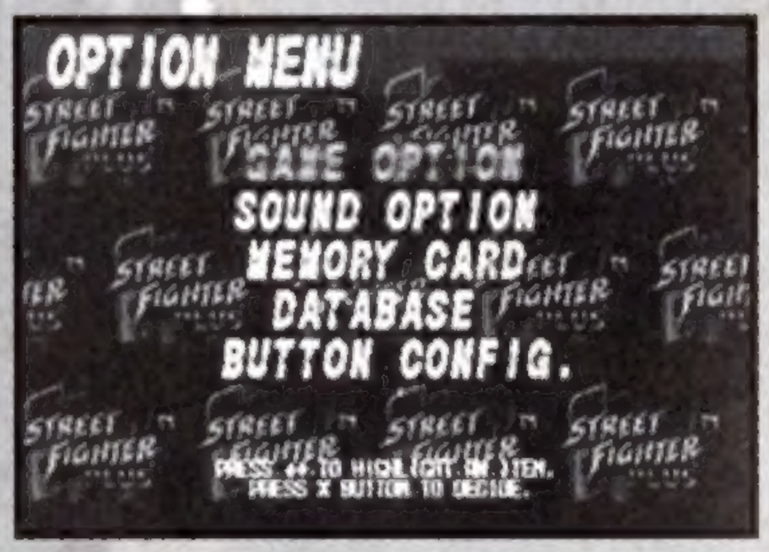
GAME OPTION

DIFFICULTY – Adjust the difficulty level of Arcade Mode.

DAMAGE – Adjust the damage level of attacks.

TIME STOP – Set the time limit ON/OFF.

ROUND (VS CPU/HUMAN) – Set the number of rounds per match.



SHORT CUT – Set to ON for shorter load times.
HANDICAP (VS ONLY) – Set the handicap adjustment for Versus Mode ON/OFF.
DEFAULT – Reset all options to default status.

SOUND OPTION

SOUND TYPE – Choose STEREO or MONAURAL.
BGM VOLUME – Adjust the background music volume.
SE VOLUME – Adjust the sound effects volume.
BGM TEST – Sample background music, following the on-screen instructions.

MEMORY CARD

DATA LOAD – Load data previously saved on a MEMORY CARD. (Saving play data requires 1 free block on a MEMORY CARD.)
DATA SAVE – Save your play data to a MEMORY CARD.
AUTO SAVE – Toggle the Auto Save function ON/OFF. When ON, your data is automatically saved when you end each game mode.

DATA BASE

RANKING – Review score ranking for each game mode. Use the DIRECTIONAL BUTTONS to change game modes to review.

VS RESULT – Review match results of all characters VS Mode. Press START to review the results in percentages.

KEY CONFIG

Change button assignments for both players.

PUNCH X 3 OR KICK X 3 – Set a control for 3 Punch or 3 Kick buttons simultaneously.

EXCEL – Set a control to perform an Excel move.

GUARD BREAK – Set a control to perform a Guard Break move.

PRACTICE MODE

Practice your Special Moves and Super Combos.

TRAINING OPTION – During training, press START and choose TRAINING OPTION to open a menu with the following options:

PARTNER ACTION – Set your sparring partner's action.

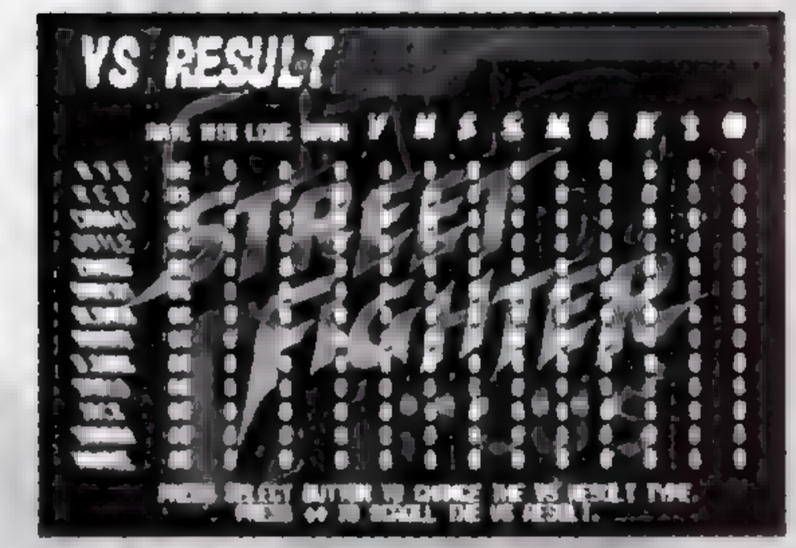
GUARD – Adjust your sparring partner's block type.

DATA DISPLAY – Toggle the damage display ON/OFF

COMMAND DISPLAY – Toggle the display of buttons presses ON/OFF

SUPER COMBO GAUGE – Adjust the Super Combo Gauge charges.

SUPER CANCEL LIMIT – When ON, you can Super Cancel the same Super Combo.



RATE	Use rate
WIN	Wins
LOSE	Losses
DRAW	Draws
V	Normal move finishes
H	Throw move finishes
S	Special move finishes
S	Super Combo finishes
M	Meteor Combo finishes
G	Guard Break finishes
E	Excel finishes
APPLE	Cheese finishes
CLOCK	Time Overs

JUGGLING – Setting ON allows you to juggle more.
REPLAY SETTING – Toggle Replay ON/OFF.

TRIAL MODE

EXPERT – Successfully perform combos as instructed. Press START to open a Pause menu, and use MISSION SELECT to choose a combo.

DIRECTOR MODE

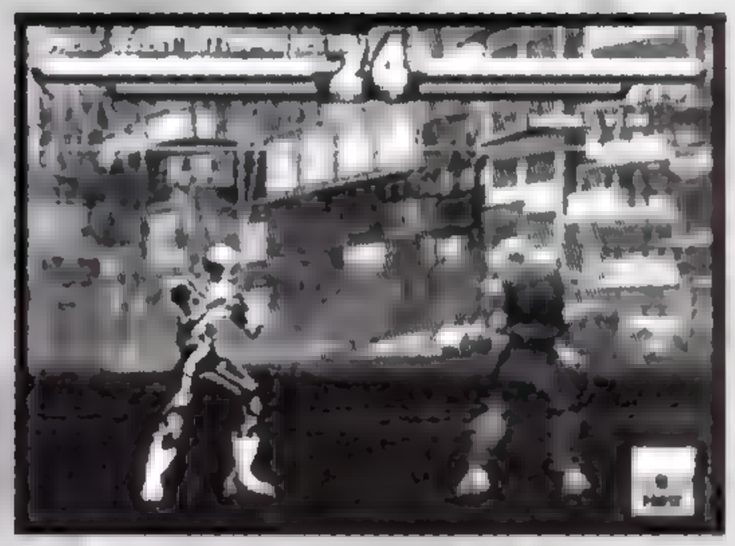
Record your character's performance and create your own movie clip by changing the camera angles.

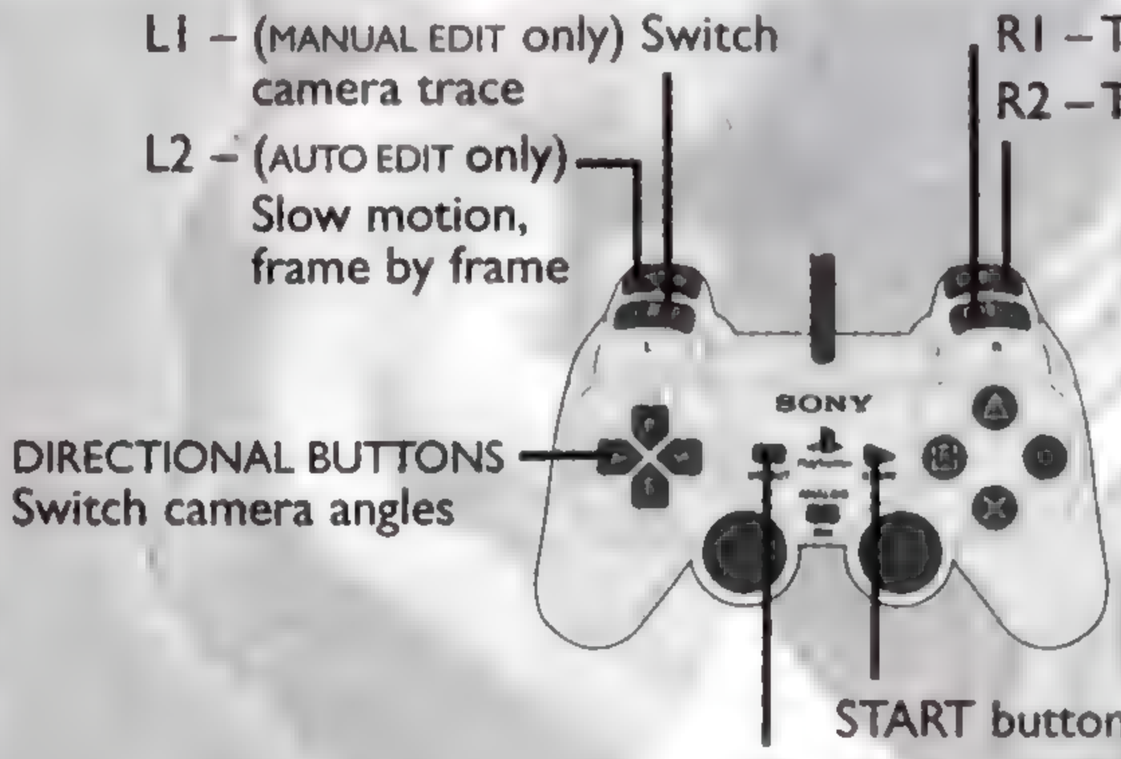
PERFORMANCE – Choose your character and opponent character, and record data that you can replay. Maximum replay time is 25 seconds. You can end a recording sooner by pressing START and choosing PERFORMANCE FINISH. Select PERFORMANCE OPTION to adjust settings. Be sure to save your replay data (requires 5 free blocks on a MEMORY CARD).

CAMERA EDIT – Change camera angles of your replay data. Begin by loading saved replay data from a MEMORY CARD in MEMORY CARD Slot 1. Then choose AUTO or MANUAL mode. Finally, select a stage.

AUTO EDIT – Switch several cameras and edit footage.

RECORD – Press/hold the R1 button.
PLAY – Press R2 to advance the footage using the current camera angle.
FRAME BY FRAME – Press/hold the L2 button. To record frame by frame, press the R1 button while holding the L2 button. To play frame by frame, press the R2 button while holding the L2 button.




L1 – (MANUAL EDIT only) Switch camera trace
L2 – (AUTO EDIT only) Slow motion, frame by frame
R1 – Toggle RECORD ON/OFF
R2 – Toggle REPLAY ON/OFF
DIRECTIONAL BUTTONS Switch camera angles
SONY
START button – Pause
SELECT button – Restart

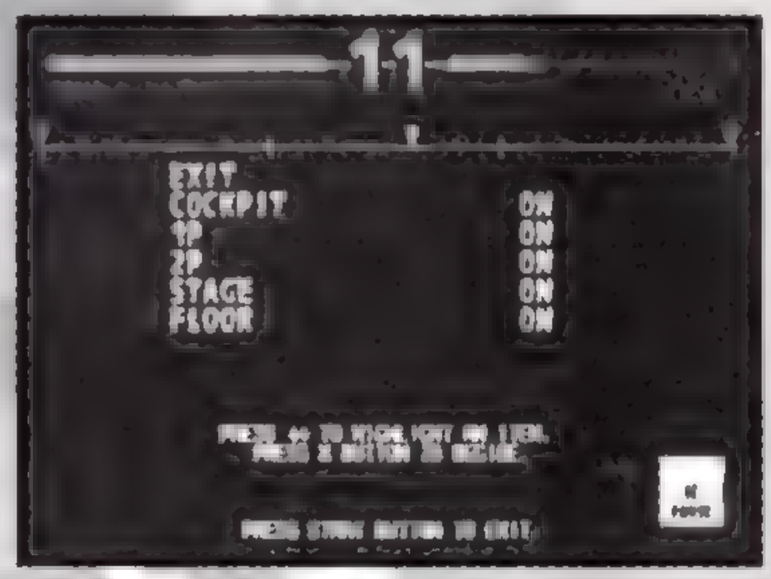
	AUTO EDIT	MANUAL EDIT
△	– Switch camera angles	Zoom in
○	– Switch cameras at random	Change focus point
□	– Switch to fixed camera	Toggle fixed/movable camera
X	– Switch camera angles	Zoom out/Delete mark

MANUAL EDIT – Control a camera freely and edit footage.

FIXED/MOVABLE CAMERA – You begin with the fixed camera. After switching to the movable camera, you can adjust it with the DIRECTIONAL BUTTONS.
CAMERA TRACES – While using the movable camera, switch camera traces by pressing the L1 button.

FOCUS POINT – While changing the focus point, you can rotate the camera with the DIRECTIONAL BUTTONS.
ZOOM IN/OUT – Zoom the movable camera in and out with the ▼ and ◀ buttons.
MARK – Mark a movie tape to show the beginning, end and current position of the footage.

PAUSE MENU



COCKPIT – Toggle gauges ON/OFF.
1P – Toggle Player 1 character ON/OFF.
2P – Toggle Player 2 character ON/OFF.
STAGE – Toggle the stage display ON/OFF.
FLOOR – Toggle the floor display ON/OFF.

MOVIE COMPLETION – Edit a movie again and again.

WATCH

If you have saved replay data (see page 11), you can watch it by selecting this option. On the Load Data screen, use the DIRECTIONAL BUTTONS to select the edit you want to watch and press the ◀ button to load the movie.

BONUS GAME

BONUS (BARREL) – Destroy the barrels that roll out one after another to get combo bonus points. You can also record your replay data on a MEMORY CARD (requires 2 free blocks).

REPLAY WATCH – Watch a replay previously saved to a MEMORY CARD.

CHARACTERS

This section shows the Special Moves, Super Combos and Meteor Combos for 23 fighters. The DIRECTIONAL BUTTON moves shown are for characters facing right. Reverse the left/right moves when characters are facing left.

ABBREVIATIONS

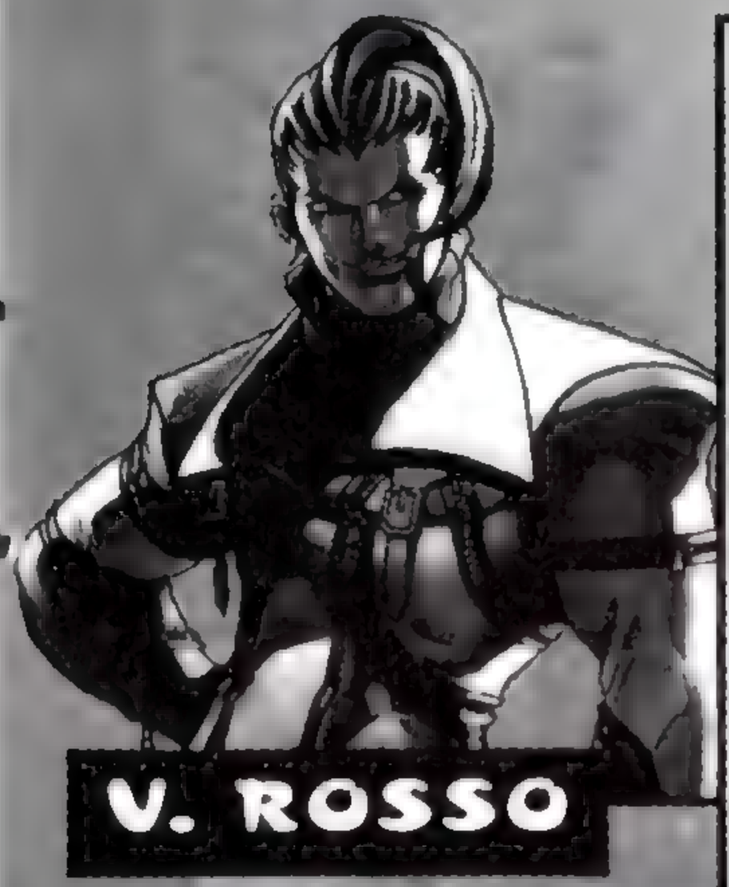
P/K	=	**Punch/Kick**
LP/LK	=	**Light Punch/Light Kick**
MP/MK	=	**Medium Punch/Medium Kick**
HP/HK	=	**Heavy Punch/Heavy Kick**
PPP	=	**3 Punches rapidly**
KKK	=	**3 Kicks rapidly**

RYU

Special Move	
Fireball	↓↘→ + P
Shakunetsu-Hadou-Ken	→↘↓↙← + P
Dragon Punch	→↓↘ + P
Hurricane Kick	↓↙← + K then ← + K
Super Combo	
Shinku Hadouken	↓↘→↓↘→ + P
Shinku Tatsumaki	↓↙←↓↙← + K
Meteor Combo	
Shin-Shoryuken	↓↘→↓↘→ + KKK

KEN

Special Move	
Fireball	↓↘→ + P
Dragon Punch	→↓↘ + P
Hurricane Kick	↓↙← + K
Super Combo	
Shinku Hadouken	↓↘→↓↘ + P
Shinryuken	↓↘→↓↘ + K
Shippu Jinraikyaku	↓↙←↓↙← + K (↓↙← + K to cancel)
Meteor Combo	
Shin-Shoryuken	↓↙←↓↙← + KKK



Special Move

Etna	PPP then K
Sciara Del Fuoco	↓↘→ + K
Vulcan	↓↙← + P
Canassa	↓↙← + K
Vesuvio	↓↘→ + P then → + P then → + K

Super Combo

Bridge of Sigh	↓↘→↓↘→ + P
Leaning Tower of Pisa	↓↙←↓↙ + P
Accelerando	↓↙←↓↙← + K

Meteor Combo

Quattro Panorami	↓↘→↓↘→ + KKK (near opponent)

Special Move

Tiger Shot	↓↘→ + P
Ground Tiger Shot	↓↘→ + K
Tiger Blow	→↓↘ + P
Tiger Crush	→↓↘ + K

Super Combo

Tiger Cannon	↓↘→↓↘→ + P
Ground Tiger Cannon	↓↘→↓↘→ + K
Tiger Raid	↓↙←↓↙← + K
Tiger Genocide	↓↙←↓↙← + P

Meteor Combo

Tiger Storm	↓↘→↓↘→ + PPP

Special Move

Lariat	↓↘→ + P
Ganjis DDT	→↓↘ + K
Darun Catch	↓↙← + P
Daikaku	PPP
Brahma Bomb	360° motion + P
Indra Bridge	360° motion + K

Super Combo

Super Indra Bridge	↓↙←↓↙← + K
Super Darun Bomb	360° motion twice + P

Meteor Combo

G.O.D.	360° motion + PPP

Special Move

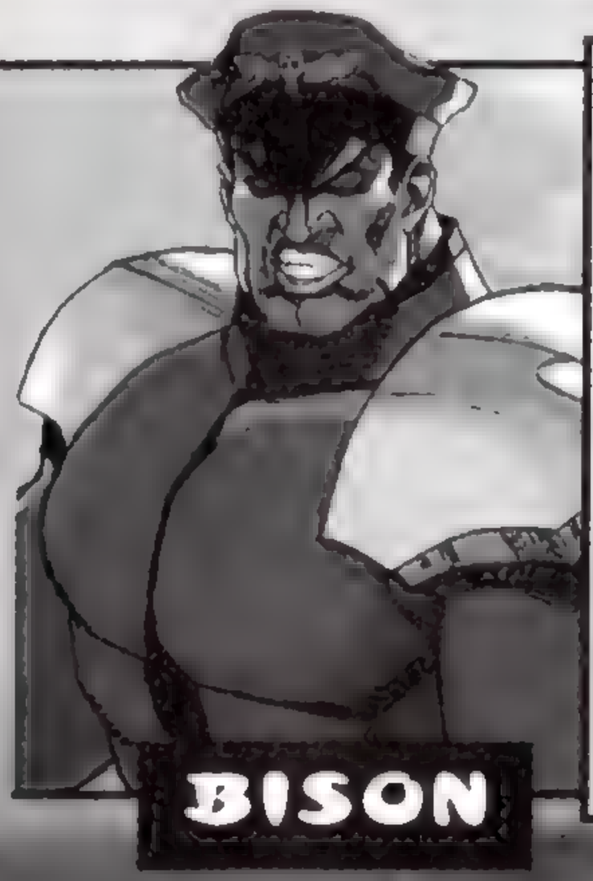
Sanrenkon	↓↘→ + P (then → + P)
Tenshoukon	→↓↘ + P or ↑ + P (after Sanrenkon)
Kasumi Oroshi	↓↙← + K (then K)
Gekkyo Botan	←↓↙ + P (then P)

Super Combo

Yayoi Toukongi	↓↙←↓↙← + P
Izayoi Rekkon	↓↘→↓↘→ + P

Meteor Combo

Super Electric Thunder	↓↘→↓↘→ + KKK



Special Move

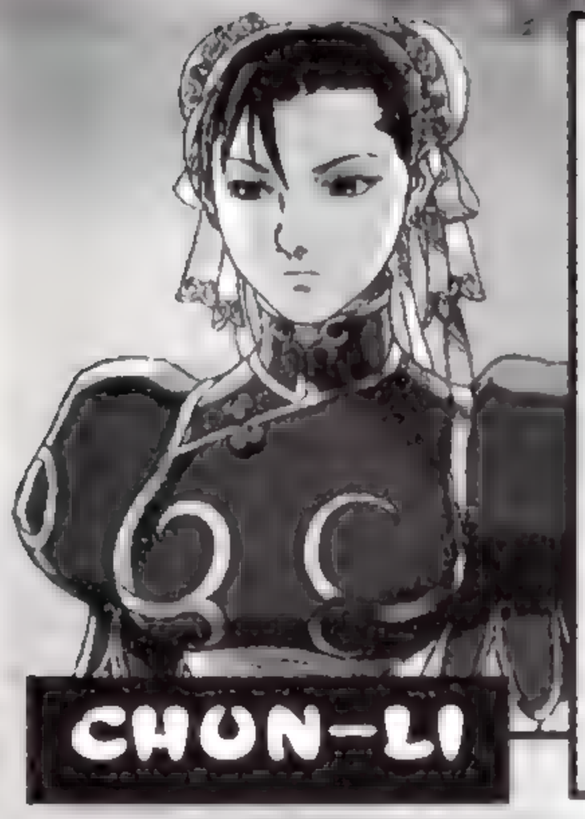
Psycho Crusher	←(charge)→ + P
Double Knee Press	←(charge)→ + K
Head Stomp	↓(charge)↑ + K
Somersault Skull Diver	(after Head Press) P

Super Combo

Psycho Cannon	←(charge)→←→ + P
Knee Press Nightmare	←(charge)→←→ + K

Meteor Combo

Psycho Break Smasher	←(charge)→←→ + PPP



CHUN-LI

Special Move

Hyakuretsu Kyaku	K (rapidly)
Hienshu	↓↙← + K
Spinning Bird Kick	↓↘→ + K
Gomen ne	LP LP → LK HP

Super Combo

Senretsukyaku	↓↘→↓↘→ + K
Kikosho	↓↘→↓↘→ + P
Hazan Tenshokyaku	↓↙←↓↙← + K

Meteor Combo

Kikosho Goku	↓↘→↓↘→ + PPP

GUILE

Special Move

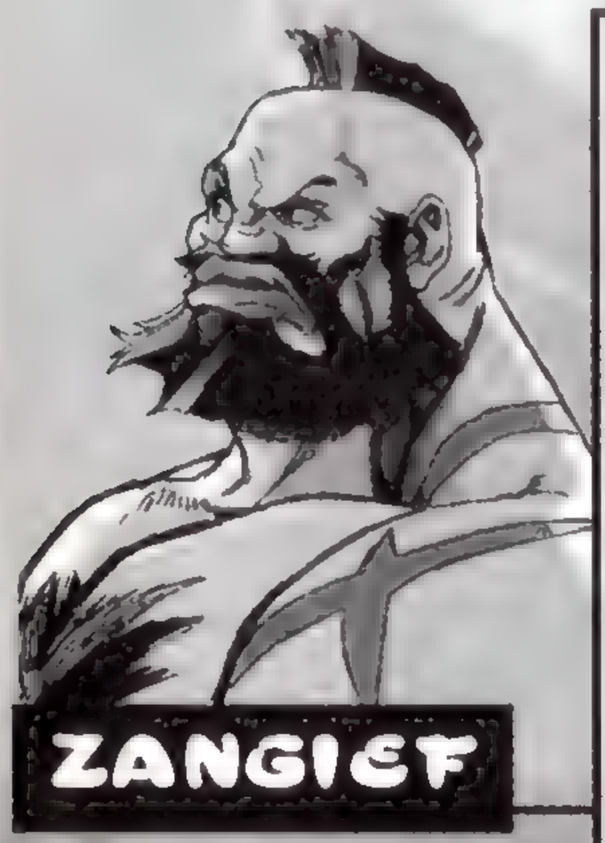
Sonic Boom	← (charge) → + P
Somersault Kick	↑ (charge) ↓ + K

Super Combo

Opening Gambit	← (charge) →←→ + P
Double Somersault Kick	↙ (charge) ↘↙↗ + K

Meteor Combo

Sonic Boom Typhoon	← (charge) →←→ + KKK



ZANGIEF

Special Move

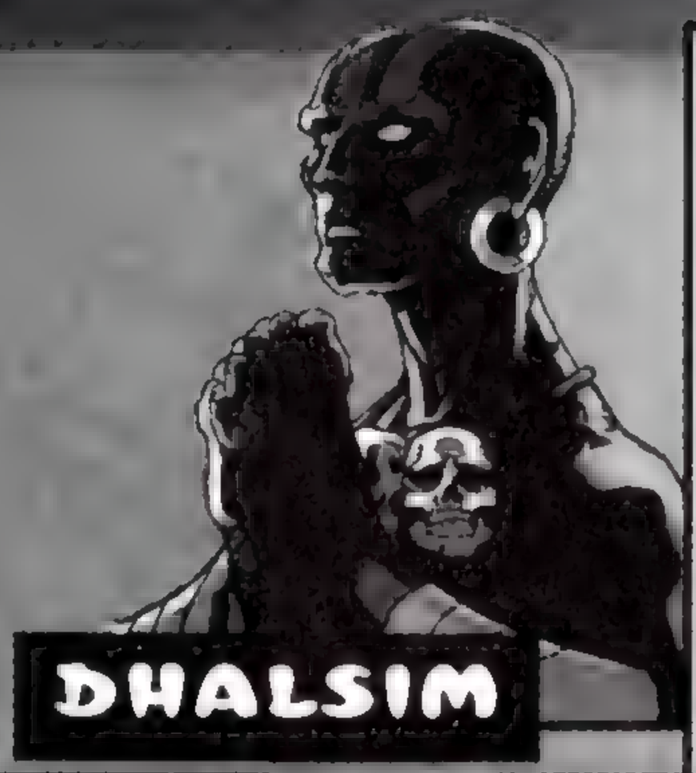
Double Lariat	PPP
Quick Double Lariat	KKK
Screw Pile Driver	360° motion + P near opponent
Atomic Suplex	360° motion + K near opponent
Russian Suplex	360° motion + P far from opponent
Bear Hug	P (during Russian Suplex)

Super Combo

Final Atomic Buster	360° motion x 2 + P (near opponent)
Super Stomping	↓↘→↓↘ + K (↓↙← + K to cancel)
Aerial Russian Slam	↓↙←↓↙← + K

Meteor Combo

Cosmic Final Atomic Buster	360° motion x 2 + PPP (near opponent)



Special Move

Yoga Fire	↓↘→ + P
Yoga Flame	↓↙← + P
Yoga Blast	↓↙← + K
Yoga Catch	↓↘→ + K
Yoga Fake	↓↘→ + KKK (hold)

Super Combo

Yoga Drill Kick	↓↘→↓↘→ + K (in the air)
Yoga Legend	↓↙←↓↙← + K

Meteor Combo

Yoga Inferno	↓↘→↓↘→ + PPP

Special Move

Electric Thunder	P (rapidly) →
Rolling Attack	← (charge) → + P
Vertical Rolling	↓ (charge) ↑ + K
Backstep Rolling	← (charge) → + P (K to cancel)

Super Combo

Grand Shave Rolling	← (charge) →←→ + P
Beast Hurricane	↓↘→↓↘→ + P (in the air)
Jungle Beat	← (charge) →←→ + K

Meteor Combo

Super Electric Thunder	↓↘→↓↘→ + KKK

Special Move

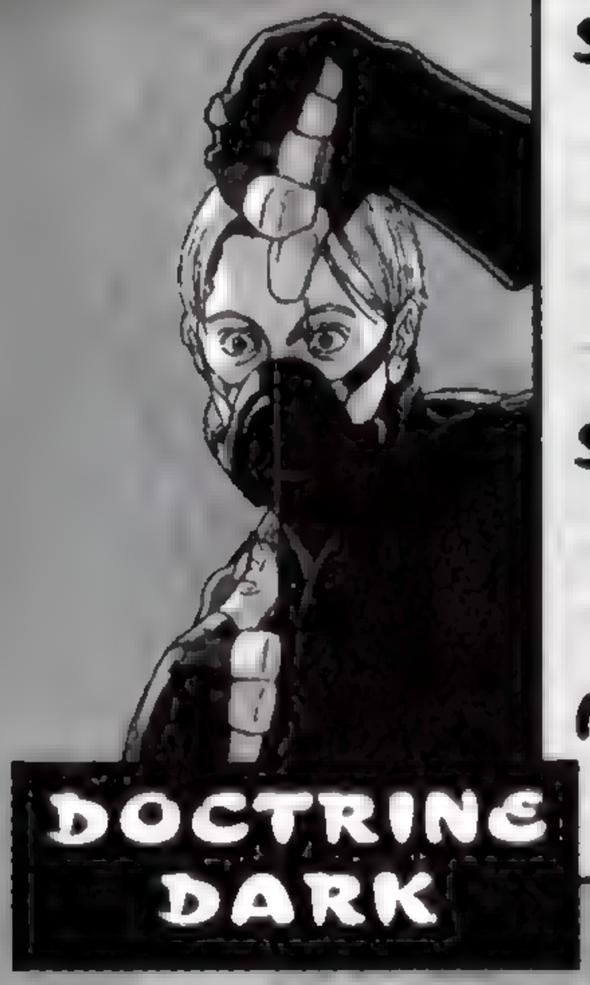
Drill Purrus	↓↘→ + K
Purim Kick	→↓↘ + K
Ten'el Kick	↓↙← + K
Femina Wind	↓↙← + P

Super Combo

Praec Larum	↓↙←↓↙← + K
Res Arcana	↓↘→↓↘→ + K
Kind Wind	↓↘→↓↘→ + P (in the air)

Meteor Combo

Gradus Par	↓↘→↓↘→ + PPP



Special Move

Dark Wire	↓↘→ + P
Dark Spark	No button presses after Dark Wire for awhile
Dark Hold	← + P after Dark Wire
Kill Wire	→↓↘ + P
EX-Plosive	↓↘→ + K

Super Combo

Kill Card	↓↘→↓↘ + P
Dark Shackle	↓↘→↓↘ + K
EX-Prominence	↓↙←↓↙← + K

Meteor Combo

Death Trap	↓↙←↓↙← + PPP

Special Move

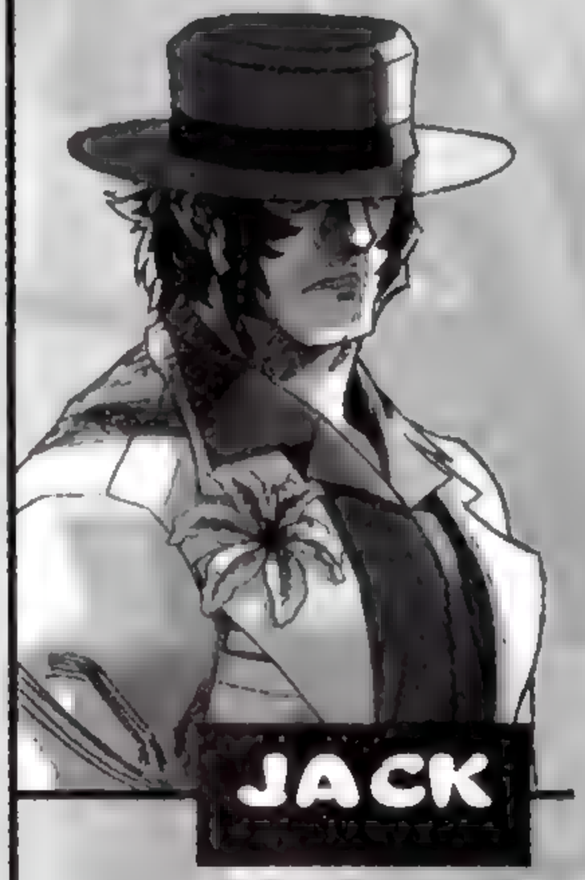
Dash Straight	← (charge) → + P
Dash Uppercut	← (charge → + K
Faint Dash	↓↙← + P
Final Punch	PPP or KKK (chargable)
Batting Hero	←↙↓↘→ + P
Soccerball Kick	←↙↓↘→ + K

Super Combo

Homerun Hero	↓↙←↓↙← + P
Crazy Jack	← (charge) →←→ + P
Raging Buffalo	← (charge) →←→ + K
Grand Slam Crasher	↓↙←↓↙← + K

Meteor Combo

Homerun King	↓↘→↓↘→ + KKK



Special Move

Chugekiho	↓↘→ + P (then → + P)
Gokyakuko	←↓↙ + P
Shinkugeki	↓↙← + P or ← + P after Chugekiho
Shinkyakugeki	↓↙← + K or ← + K after Chugekiho

Super Combo

Kireneki	↓↙←↓↙← + P
Kyakuhogi	↓↙←↓↙← + K
Renshogeki	↓↘→↓↘→ + P
Renbu	LP LP → LK HP

Meteor Combo

Shirase Katana	↓↘→↓↘→ + KKK

Special Move

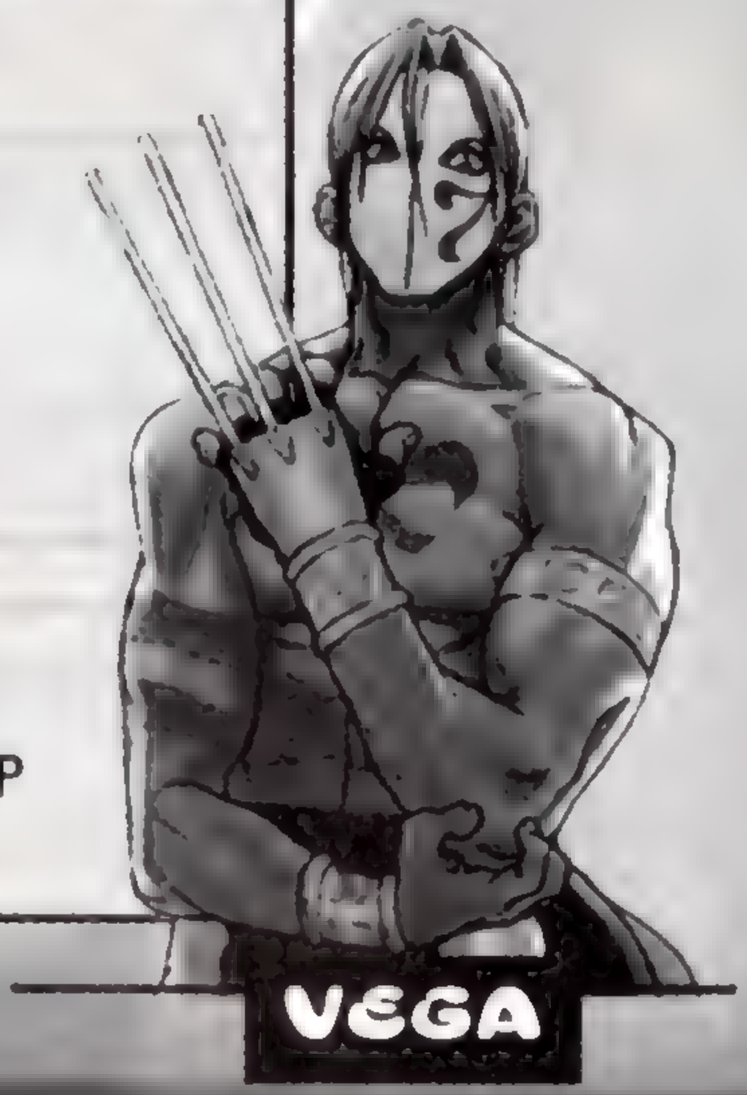
Claw Roll	← (charge) → + P
Claw Dive	↓ (charge) ↑ + K then P
Izuna Drop	↓ (charge) ↑ + K then ↓ + P (near opponent)
Sky High Claw	↓ (charge) ↑ + P

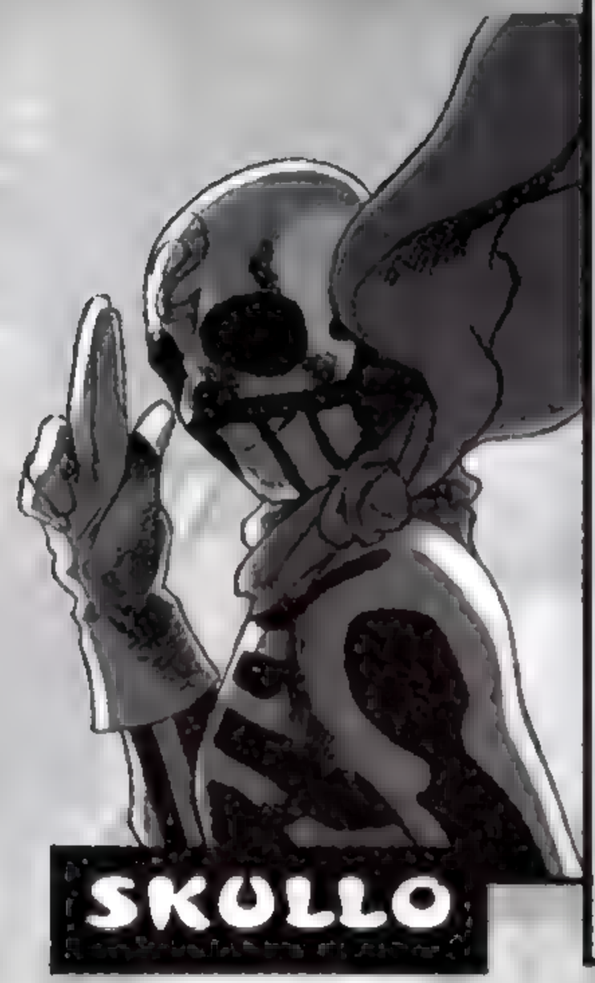
Super Combo

Ground Claw Roll	← (charge) →←→ + P
Sky High Illusion	↙ (charge) ↘↙↗ + P
Scarlet Terror	← (charge) →←→ + K

Meteor Combo

Rolling Izuna Drop	↙ (charge) ↘↙↗ + K then ↓ + P (near opponent)





Special Move

Skullo Head	→↓↘ + P then P
Skullo Crasher	↓↘→ + P
Skullo Slider	↓↘→ + K
Skullo Tocachev	←↓↙ + K

Super Combo

Super Skullo Crasher	↓↘→↓↘→ + P
Super Skullo Slider	↓↘→↓↘→ + K
New Skullo Dream	LP LP → LK HP
Skullo Energy	↓↙←↓↙← + K
Skullo Ball	↓↙←↓↙← + P

Meteor Combo

Death Trap	↓↙←↓↙← + KKK

Special Move

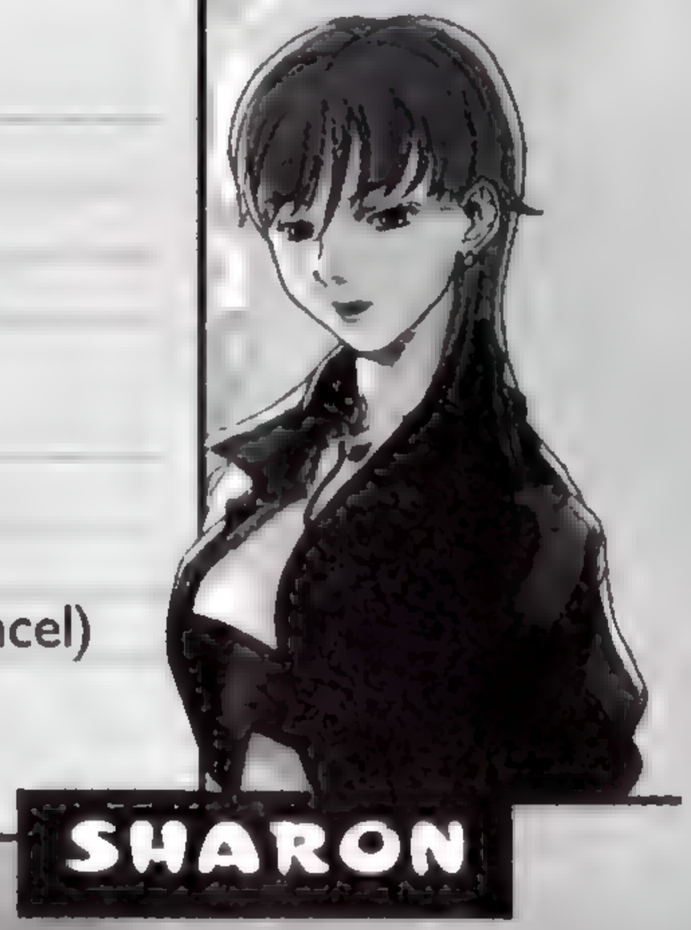
Half Moon Kick	↓↙← + K
Prisoner Scissors	↓ + K (after Half Moon Kick)
Gale Hammer Punch	↓↘→ + P then → + P
Bermuda Symphony	→↓↘ + K

Super Combo

Shuffle Combination	↓↙←↓↙← + P
Load	↓↘→↓↘→ + P
Hell Fire	↓↘→↓↘→ + P (after Road)
Sharon Special	↓↘→↓↘→ + K (↓↙← + K to cancel)

Meteor Combo

Assault Rifle	↓↘→↓↘→ + PPP



Special Move

Terminator	←↓↙ + P
Reflector	↓↘→ + P
Jackson Kick	↓↘→ + K
Pop Up Knee	→ + LK
Partition Break	→ + MK
Pull Down Heel	→ + HK
Upload	PPP (release to end)
Download	↓ + PPP (release to end)

Super Combo

Great Cancer	↓↘→↓↘→ + P
Five Star Raid	↓↘→↓↘→ + K

Meteor Combo

Final Cancer	↓↙←↓↙← + PPP

Special Move

Kizan	→↓↘ + P
Goga	←↙↓↘→ + K
Shuga	↓↘→ + P
Raiga	→↓↘ + K
Jazan	←↓↙ + P

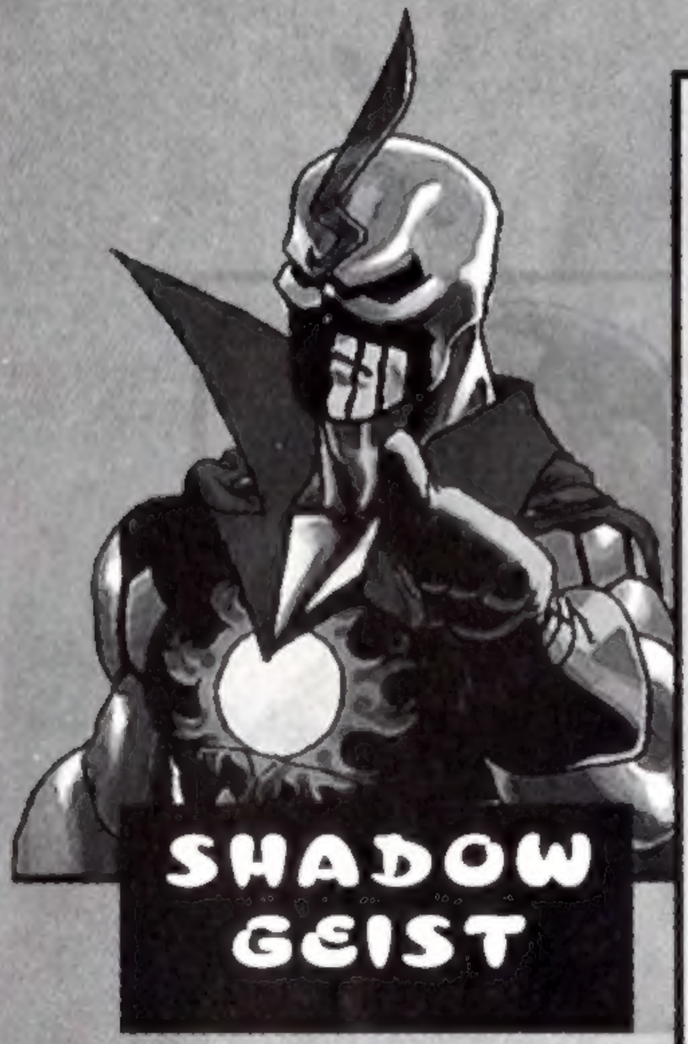
Super Combo

Kienbu	↓↙←↓↙← + P
Kiensho	↓↘→↓↘→ + P
Sokondan	↓↙←↓↙← + K

Meteor Combo

Kyojin Senshu	↓↙←↓↙← + KKK then ↓↘→↓↘→ + K or ↓↙←↓↙← + P

Special Move	
Maryu Rekko	→↓↘ + P
Shinki Hatsudo	↓↘→ + P
Mouryo Rasen	↓↙← + K then ← + K
Super Combo	
Super Shinki Hatudou	↓↘→↓↘→ + P (in the air)
Sairo Kyoshu	↓↙←↓↙← + P
Garyu Messhu	↓↘→↓↘→ + K (in the air)
Meteor Combo	
Kyouja Renbu	LP LP → LK HP
Shouki Hatsudou	↓↘→↓↘→ + PPP



Special Move	
Death Crasher	↓↘→ + P
Death Break	↓↘→ + K
Death Press	←↓↙ + K
Death Sword Kick	↓↘→ + K (in the air)
Death Flash	↓↙← + K (in the air)
Super Combo	
Super Death Crasher	↓↘→↓↘→ + K
Death Government	↓↘→↓↘→ + P
Death Dream	LP LP → LK HP
Death Dream Air	360° motion twice + P (in the air)
Death Energy	↓↙←↓↙← + K
Meteor Combo	
Super Death Energy	↓↙←↓↙← + PPP

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